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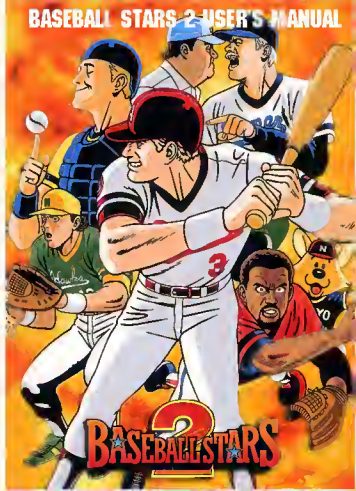
MULTI VIDEO SYSTEM



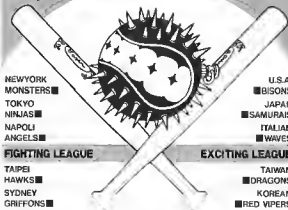
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SNK CORPORATION

BASEBALL STARS 2 USER'S MANUAL



B.B.S



NEWYORK
MONSTERS ■
TOKYO
NINJAS ■
NAPOLI
ANGELS ■

U.S.A.
■ BISON
JAPAN
■ SAMURAI
ITALIAN
■ WAVE

FIGHTING LEAGUE

EXCITING LEAGUE

TAIPEI
HAWKS ■
SYDNEY
GRIFFONS ■
SEOUL
IVORYS ■

TAIWAN
■ DRAGON
KOREAN
■ RED VIPERS
AUSSIE
■ THUNDERS

2



KOREAN REDVIPERS



TYPE : UNEXPECTED
BATTING AVE : 0.268
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF SLUGGER	HITTING ABILITY
SUN LEE	0.380	5	7
MICE SUN	0.230	8	5
ANN SUN	0.180	13	8
BONG OH	0.200	38	8
AKI JL	0.190	7	8
YONG JOO	0.330	7	8
YEA OH	0.250	7	5
YEE SUL	0.280	2	8
YON MEE	0.380	2	8
TAE MOK	0.350	5	8
TAE HO	0.280	10	5
JAE MOON	0.220	38	4

PLAYERS NAME	SPEED OF BALL	STRIKE	REACT RATE
TYSON	120	4	0.91
JAE SOK	200	5	0.90
CHIN SOK	250	3	0.90
JONG HA	180	5	4.38

AUSSIE THUNDERS



TYPE : DEFENCE CENTERED
BATTING AVE : 0.265
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF SLUGGER	HITTING ABILITY
FINCH	0.230	7	7
EDDIE	0.250	8	8
JACKIE	0.280	18	8
WARREN	0.320	31	4
MURRAY	0.300	18	5
MALCOLM	0.240	10	5
ERNE	0.220	7	8
BYRON	0.170	5	4
MIKE	0.230	25	8
AND JINNO	0.250	18	8
TOMMY	0.280	18	8
MERLE	0.280	38	8

PLAYERS NAME	SPEED OF BALL	STRIKE	REACT RATE
SYD	220	5	7.58
HEAL	180	4	0.90
COREY	280	3	0.90
FRANK	220	2	0.91

ITALIAN WAVES



TYPE: BALANCED
BATTING AVE: 0.311
DEFENCE RATE: 2.00

PLAYERS' NAME	BATTING AVERAGE	NUMBER OF HITS	BATTING AVE.
TONY	0.230	7	0
MARIO	0.180	31	0
ROGI	0.300	10	0
SAL	0.307	31	4
ROCCO	0.250	24	0
WICE	0.200	30	5
GAUSCIPPE	0.210	14	7
STUNO	0.140	10	0
MASSIMO	0.304	31	5
MARCO	0.290	31	0
FRANK	0.250	7	7
ANGELO	0.270	31	4

PLAYERS' NAME	SPEED IN BALL	STRIKES	DEFENCE RATE
PHIL	210	7	2.67
MORRA	220	3	5.53
RENZO	200	3	6.32
MAURIZIO	170	3	0.64

TAIWAN DRAGONS



TYPE: GOOD PITCHER
BATTING AVE: 0.188
DEFENCE RATE: 2.00

PLAYERS' NAME	BATTING AVERAGE	NUMBER OF HITS	BATTING AVE.
HONG	0.300	6	5
WONG	0.210	5	7
LU	0.280	19	5
SONG	0.250	24	4
DONG	0.201	16	4
LIU	0.200	7	5
CHEN	0.203	7	0
GOU	0.250	5	5
ZHANG	0.200	30	4
SUN	0.250	16	5
DING	0.300	7	8
CHAO	0.250	2	9

PLAYERS' NAME	SPEED IN BALL	STRIKES	DEFENCE RATE
RAFA	230	7	4.30
LI	200	4	5.84
XIO	260	4	9.90
WU	150	3	0.98



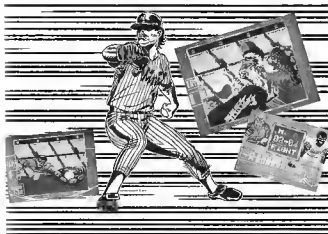
IN THE BEGINNING

Please read this instruction manual to get the full sound and graphic effect of Baseball Stars 2.

CONTENTS

BASEBALL STARS2 USER'S MANUAL

- 1 HOW TO CONTROL
- 2 PREGAME EXERCISES
- 3 EXPLANATION OF FIELD
- 4 THE POWER BAT!
- 5 CONTROLS WHEN DEFENCE
- 6 CONTROLS WHEN OFFENCE
- 7 TEAM DATA



[ATTENTION]

- This product can only be used on the NEO GEO.
- Do not disassemble!!
Contains high precision parts!
- Avoid dropping or other strong shocks.
Keep away from extreme temperatures.
- Do not touch terminal.
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzene.
- After game play, pull AC adaptor from outlet.

U. S. A. BISONS



TYPE: STRONG BATTING
BATTING AVE. : 0.275
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	BATTING ABILITY
GARY	0.320	18	8
MICHAEL	0.290	15	6
DOH	0.320	31	5
BRAN	0.402	43	3
JONATHAN	0.300	30	4
MARTY	0.290	18	6
LIFE	0.335	10	4
CHAD	0.290	43	3
PHIL	0.340	80	8
CLAREN	0.300	18	7
RICHARD	0.210	38	3
JAMES	0.250	42	4

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
HOWARD	200	8	4.67
FIREMAN	180	5	8.32
ROEMAN	190	7	5.88
JUAN	216	3	7.92

JAPAN SAMURAIS



TYPE : FAST RUNNERS
BATTING AVE. : 0.343
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	BATTING ABILITY
HATAKOFI	0.290	7	9
KAMIKAZE	0.188	7	7
TENPURA	0.208	10	8
SAKURA	0.388	31	4
GEISHA	0.228	16	6
UTAMARO	0.150	24	8
SAMURAI	0.280	10	8
CHONMADE	0.180	43	5
KANE	0.215	28	4
MIYAZAWA	0.158	43	4
NANJWA	0.200	31	8
SUSHI	0.380	7	5

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
MOISAN	200	7	4.58
HONDA	190	9	5.64
KAWASAKI	178	4	5.35
TOYOTA	230	3	8.32



HOW TO CONTROL



Select Button : Pause

Start Button : Game Start

Joystick : Move Player, Control Pitch, Make Selection.

A Button : Swing, Return to Base, Throw Ball, Jump, Confirm Selection

B Button : Run, Lead off, Feint Ball, Make fielder run to base, Cancel selection

Tap B Button Rapidly : Ran Faster

C Button : Bunt

D Button : Power up, Pinch hitter, Relief pitcher

★ For details refer to page, "Control Guide"

PREGAME EXERCISES

1 GAME START

Press "Start Button" on controller during the title screen to enter the "How to Control" screen



2 GAME MODE SELECTION

This game features "Pennant Race Mode" for 1 player and "Competition Mode" for 2 players. Select either game with joystick and confirm with A button. 2 controllers are needed for Competition mode.



PENNANT RACE

Try to win all 15 games to be the No.1 team!

COMPETITION GAME

Challenge a friend
Fun for the whole family

3 LOAD SELECTION

The optional "Memory Card" can save and load data. When the memory card with saved data is inserted into the console, "Load Selection Screen" will appear. Then, select with joystick and confirm with A Button. If "yes" is selected, then game will resume from stage last saved to memory card.

SEOUL IVORYS



TYPE · UNEXPECTED
BATTING AVE. · 0.230
DEFENCE RATE · 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF INNINGS	MOVING ABILITY
HARRY	0.400	7	4
ALEX	0.200	7	0
LEFTY	0.170	10	7
MIKE	0.150	40	0
JOHN	0.100	7	0
KOZMAN	0.400	7	7
CLARK	0.200	7	4
HOWARD	0.400	7	4
TRACY	0.200	7	0
PANGLOSS	0.400	7	0
AGEE	0.300	7	4
J.J.	0.220	10	4

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
DICK	150	7	5.35
MAC	250	4	7.50
RAYMOND	250	7	7.50
BOBO	200	7	7.50

SYDNEY GRIFFONS



TYPE DEFENCE CENTERED
BATTING AVE. · 0.299
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF INNINGS	MOVING ABILITY
JOHN	0.300	10	7
ANTHONY	0.200	10	5
VOON	0.300	31	0
CRUSHER	0.370	30	0
SLASHER	0.300	31	0
MASHER	0.240	10	0
STERLING	0.210	10	0
GLADE	0.200	7	0
PETE	0.270	10	0
KYLE	0.250	10	0
STEVE	0.250	10	0
JAMMER	0.210	24	0

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
DAVIDSON	200	0	7.50
A KUPER	210	0	7.50
REDIE B	220	5	4.90
DART	230	3	0.50

NAPOLI ANGELS



TYPE: BALANCED
BATTING AVE.: 0.301
DEFENCE RATE: 2.00

PLAYER NAME	BATTING AVERAGE	NUMBER OF INNINGS	BATTING AVERAGE
LUKE	0.302	31	0
UGO	0.254	18	7
ROM	0.300	24	0
SCORIO	0.304	49	0
ALBERTO	0.300	31	0
LA	0.292	18	0
TEROGGI	0.296	7	0
STEVE	0.290	15	0
RUIZ	0.275	30	0
NOEL	0.254	31	0
VIGO	0.280	43	0
GUSTAVO	0.295	43	0

PLAYER NAME	SPEED OF BALL	STAMINA	BATTING AVE.
PROSPERO	880	7	0.30
CARRE	880	5	0.35
PETRA	750	5	0.35
ADOLFO	230	5	0.35

TAIPEI HAWKS



TYPE: GOOD PITCHER
BATTING AVE.: 0.283
DEFENCE RATE: 2.00

PLAYER NAME	BATTING AVERAGE	NUMBER OF INNINGS	BATTING AVERAGE
ALFRED	0.293	2	0
BILL	0.210	5	7
TONY	0.281	5	5
CHAZ	0.302	19	4
RED	0.295	7	4
IRA	0.290	5	7
RAY	0.293	5	4
SHANE	0.292	20	0
TAYLOR	0.150	15	3
MACK	0.158	30	4
PIKE	0.208	7	0
BRANIS	0.202	2	0

PLAYER NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
JOCKY	260	7	2.74
DWY	890	5	3.99
JOHNSON	230	3	5.37
MILLER	200	3	5.64

MEMORY CARD

When memory card is inserted into console, data will automatically be saved after each inning. Please note that previous data saved will be deleted if new data is saved.



4 LEAGUE SELECTION

"Fighting League" includes "Automatic Fielding Mode". "Exciting League" includes normal fielding. Select with joystick and confirm with the A button.



CHARACTERISTICS OF AUTOMATIC FIELDING MODE

In the 3D perspective (until it changes to field screen), fielders will automatically field the ball. This makes for easier play.

5 TEAM SELECTION

After League selection, select one of the six teams with joystick and confirm with A button.

★In "Competition mode", select 2 teams, one team for each player. Please note that you cannot select the same team.



6

PLAY BALL

All systems go!
Let the game begin!



7

Game Results

In Pennant Race Mode only, ranking and next opposing team will be displayed after the game. If you win all 15 games and win the championship, you will proceed to the world proceed to the Championship game.



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NEWYORK MONSTERS



TYPE:STRONG BATTING
BATTING AVE.:0.333
DEFENCE RATE:2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	BATTING ABILITY
ZOMBIE	0.200	10	7
MUMMY	0.280	10	8
DAMNEN	0.301	24	4
FREDDY	0.380	40	5
ALIEN	0.352	24	3
NORMAN	0.272	10	4
CYCLOP	0.207	24	4
JARON	0.250	5	4
JERKYL	0.342	18	8
CREEPY	0.280	16	3
LENNY	0.250	24	3
PUMPKIN	0.213	36	3

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
HACKER	190	8	8.52
MEDUSA	182	4	8.56
BORIS	195	4	8.56
HANNIBAL	201	3	8.35

TOKYO NINJAS



TYPE:FAST RUNNERS
BATTING AVE.:0.234
DEFENCE RATE:2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUNS	BATTING ABILITY
SASUKE	0.255	5	8
KIRIKAZE	0.239	7	8
JURE	0.253	10	8
KAMUI	0.312	38	4
MARU	0.250	10	8
RAIZO	0.240	10	8
KISARAGE	0.238	18	7
KUMOSUKE	0.280	43	7
UKKABI	0.210	18	9
HACHIDE	0.205	43	4
JECY	0.305	16	7
TARO	0.261	31	8

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
KUYA/BUSU	205	7	8.30
KATANA	192	5	8.32
KAZUCHI	182	4	8.60
AKANE	200	4	8.38

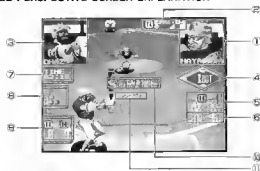
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FIGHTING LEAGUE

EXPLANATION OF FIELD

★ 3D PERSPECTIVE SCREEN EXPLANATION



- 1 Picture's name and hit mug shot.
- 2 Initials of defensive team, defence average, number of balls pitched.
- 3 Batter's name and his mug shot
- 4 Present inning
- 5 Initials of off offensive team, batting order, batter's stats
- 6 Number of power ups left
- 7 Time played so far
- 8 Present count.
- 9 Score
- 10 Judgement of pitch
- 11 Speed of ball

THROW! HIT!

★FIELD SCREEN EXPLANATION



**RUN!
& CATCH!**

- 1 Present inning
- 2 Time played so far
- 3 Present count.
- 4 Score.
- 5 Judgement of pitch

○In Pennant League Mode, camera will zoom in on better running to first base.

★TIME OUT SCREEN

When you press the D Button during Play, the "Time out screen" will appear. At this time, you can power up, send in pinch hitter, or change the pitcher. Select with joystick and confirm with A Button. If you do not want to do either, select "Cancel" or press the B Button to return to the 3D screen

[PINCH HITTER] Use the player's stats to help you decide

[POWER UP] One time only, you can use the power ball. For details, refer to the Power Ball!

[PITCHER CHANGE] Use the player's stats to select pitcher.

★Super plays will be displayed in full color close-ups.

TEAM DATA

FIGHTING LEAGUE		
NEWYORK MONSTERS	TOKYO NINJAS	NAPOLI ANGELS
TAIPEI HAWKS	SEOUL IVORYS	SYDNEY GRIFFORS
EXCITING LEAGUE		
U.S.A BISONS	JAPAN SAMURAIS	ITALIAN WAVES
TAIWAN DRAGONS	KOREAN REOVIPERS	AUSSIE THUNDERS

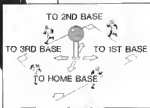
★DEFENSE GUIDE



JOYSTICK Move player. Move player to the ball and he will catch it automatically.

A BUTTON Player jumps. Joystick combined with A button enables sliding catch.

JOYSTICK+A BUTTON Throwing. Point the joystick toward the base and press the A button for throwing. If you only press the A button, the throw will go to first base. Simultaneous joystick and button operation will give you a quicker throw than usual.



JOYSTICK+B BUTTON Make fielder run toward base. This allows you to tag base runners.

*When running to a base, the faster you tap the B button, the faster the fielder runs. Also, fielders hands when they are in line with the catch.



THE POWER BAT!

Power-bat gives you extra power for hitting. However, you can only use 5 times per game. Use it wisely and win the game.

WHEN BATTING, CALL "TIME OUT" WITH D BUTTON

SELECT POWER UP WITH JOYSTICK AND CONFIRM WITH A BUTTON



Power-bat
Number of power ups left

*In Pennant Race Mode, 10 power bats will be added for each win.

OWNER UNDERSTANDS PLAYERS MORE THAN THEY EXPECT

The big shot, who nobody talks back to, is sometimes selfish, and occasionally, ignores even *the manager. He may send special players to bat. However, he shows his love for the team by finding an excellent assistant player to join after the game. People are afraid of him, but he will attract many great boys of summer



★SPECIAL PLAYERS

The owner allows the special players to bat one time a game. They have high batting averages and long hitting abilities.

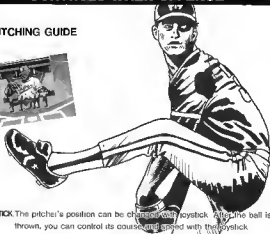
★ASSISTANT PLAYER

In the pennant race only, you may let one powerful assistant player join your team after you finish a game. Substitute one regular player for one assistant player from three, hired by the owner

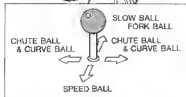


CONTROLS WHEN OFFENCE

★PITCHING GUIDE



JOYSTICK The pitcher's position can be changed with joystick. After the ball is thrown, you can control its course and speed with the joystick



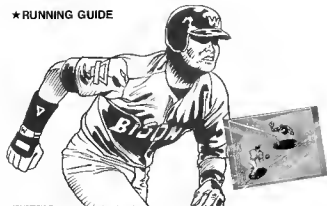
A BUTTON Throwing

JOYSTICK + BUTTON Feint ball. Point the joystick to base and press B button. If only the B button is pressed, the throw will go to the 1st base.

O BUTTON Time out, Pitcher change



★RUNNING GUIDE



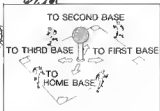
JOYSTICK Point towards the base you wish to run to

A BUTTON Point towards the base with joystick and press A button. Use for running back to base that you started from. (Once runner reaches base, you cannot return to the previous base.)

B BUTTON Use for running to next base. Point towards base with joystick and press the B button. Before pitcher throw the ball, you have three distances of lead off. After pitch, you can try to steal a base.

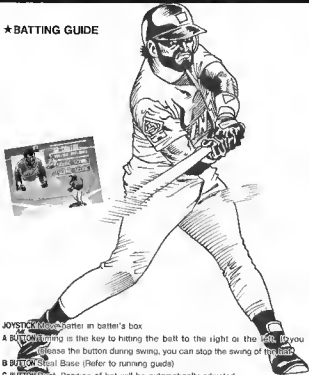
C,D BUTTON Not used

*When running to B base, the faster you tap the B button, the faster the fielder runs



CONTROLS WHEN DEFENCE

★BATTING GUIDE



JOYSTICK Move pointer in batter's box

A BUTTON Timing is the key to hitting the ball to the right or the left. If you release the button during swing, you can stop the swing of the bat.

B BUTTON Steal Base (Refer to running guide)

C BUTTON Bunt Position of bat will be automatically adjusted.

D BUTTON Time out for power up or pinch hitter.

